

Bill Tyros. Software Engineer

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Bilingual: English French

Python JS C# C++ Go

Work Experience

2022-TBD / Senior Software Engineer @ Sonder

Python PostgreSQL

- Grew revenue across the business by building and maintaining the revenue management system allowing for pricing inventory through automation.
- Led overhaul of team's planning ceremonies to improve dev ownership of work.
- Built Asana Kanban board template copied/used company-wide dozens of times.

2019-2022 / Software Engineer @ Morgan Stanley

Python Typescript Jenkins Flask pandas DB2 Sybase Angular2

- Developed code to collect data from in-house and vendor sources (like Jira, BitBucket, Splunk, Sonar, etc.), analyze it and present it to devs (badges to encourage best practices) and to upper management (metrics/charts to guide decision-making).
- Developed several self-service web apps (querying agile/devops metrics, JIRA admin).
- Improved devops processes within the team (Jenkins jobs, pull request validation, etc.).

2017-2019 / Programmer @ Framestore VR

C++ Python Jenkins P4 UE4

- Developed Unreal Engine 4 plugin for importing art assets from Shotgun/P4.
- Developed system to detect changed assets, generate and upload turntables for review.

2016-2017 / Programmer @ Borealys Games

C# Python TeamCity Unity

- Developed UI/UX, gameplay systems, time debugging tools and build automation.

2013-2014 / Software Developer @ CAE

C# ASP.NET HTML/CSS/JS PHP

- Developed web applications to help with project management and scheduling.

Recent Personal Projects

- Pig Eat Ball Speedrunning Tool: Pig Eat Ball game mod for speedrunning (C#).
- Marcus Aurelius' Meditations Explorer: web app to help study/share the Meditations (JS).

Education

2015-2016 Interactive Real Time Systems Development (University of Sherbrooke)

2012-2015 B.Sc. Software Engineering (Honours) (McGill University)